Sheet 1 of 9
Title: Rendering Translucent Layers in a Display System
Inventors: Ralph T. Brunner and Peter Graffagnino
Atty. Docket No.: 18602-05593 (P2305C)

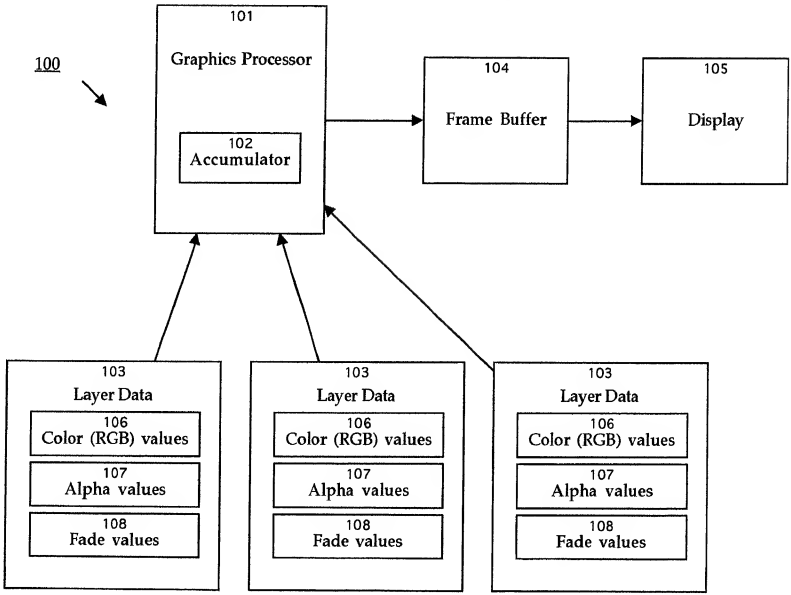

FIG. 1

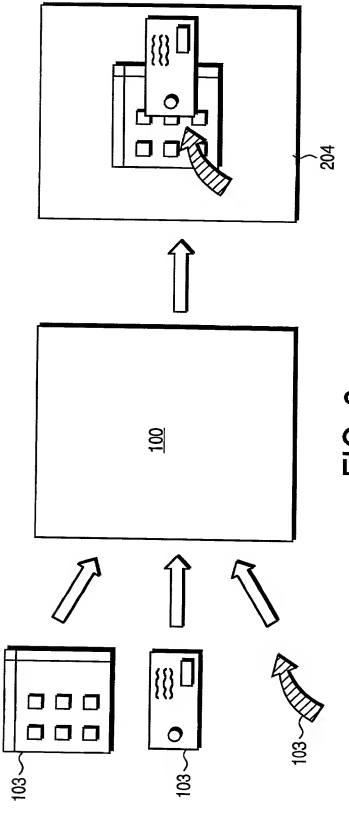

FIG. 2

FIG. 3

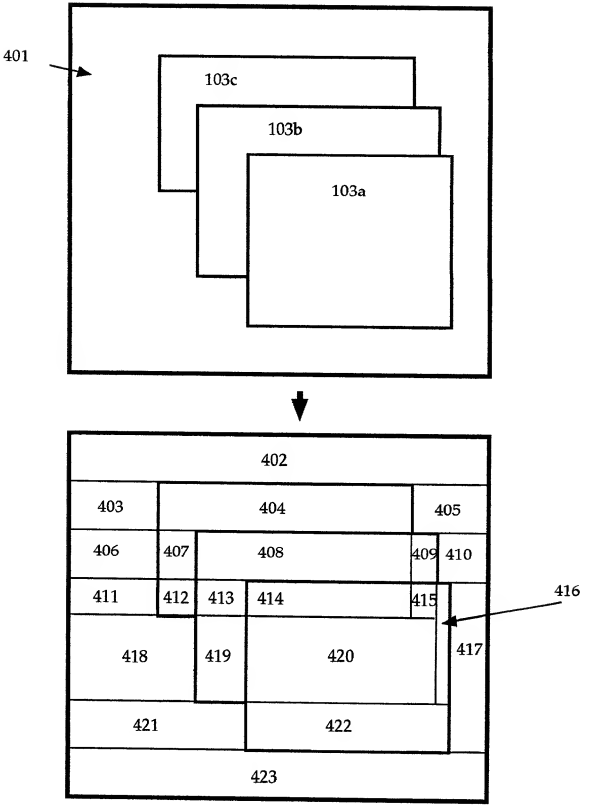
401
103c
103b
103a
402
403
404
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FIG. 4

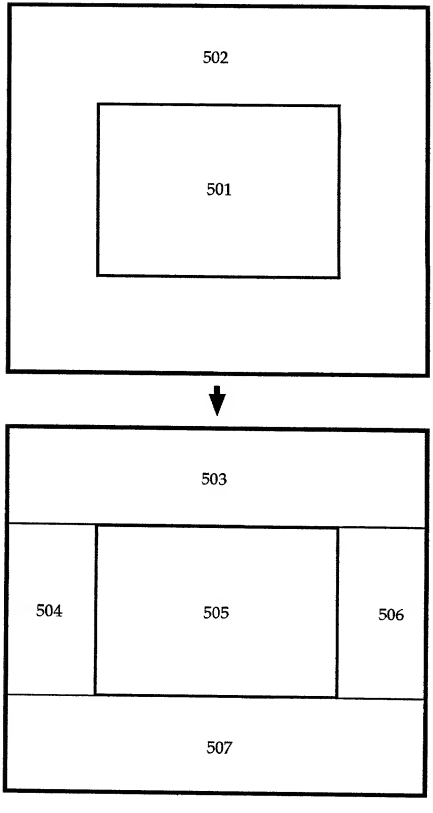

FIG. 5

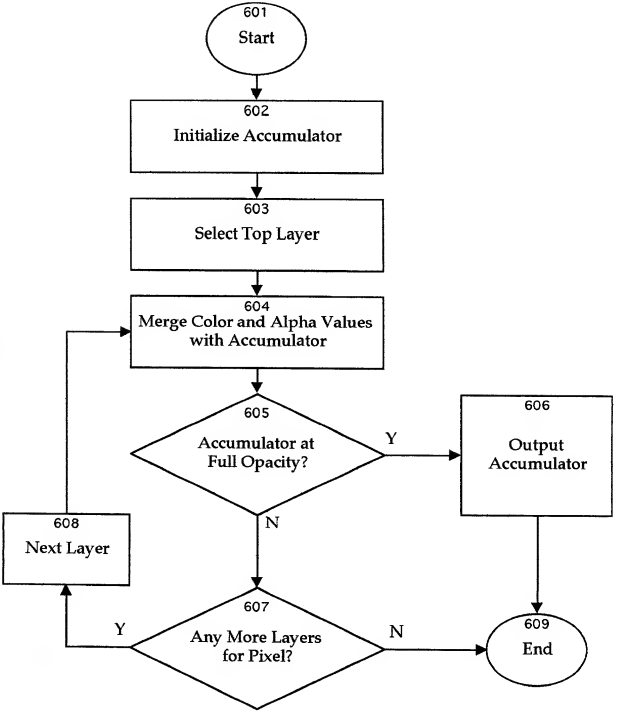
601
Start
602
Initialize Accumulator
603
Select Top Layer
604
Merge Color and Alpha Values with Accumulator
605
Accumulator at Full Opacity?
Y
606
Output Accumulator
N
608
Next Layer
607
Any More Layers for Pixel?
Y
N
609
End

FIG. 6

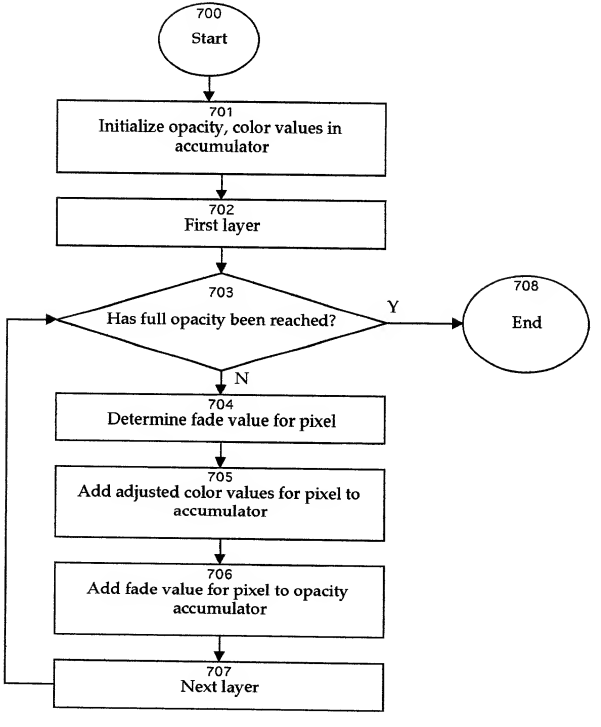
700
Start
701
Initialize opacity, color values in accumulator
702
First layer
703
Has full opacity been reached?
Y
708
End
N
704
Determine fade value for pixel
705
Add adjusted color values for pixel to accumulator
706
Add fade value for pixel to opacity accumulator
707
Next layer

FIG. 7

800
Start
802
Next tile
803
Is tile frozen?
Y
N
804
Is tile completely outside?
Y
N
805
Is tile completely inside?
Y
N
806
Create new layer, designate frozen if current layer is opaque
807
Determine tile overlap
808
Create new tile
809
Assign coordinate values to new tile
810
More tiles?
Y
N
811
End

FIG. 8

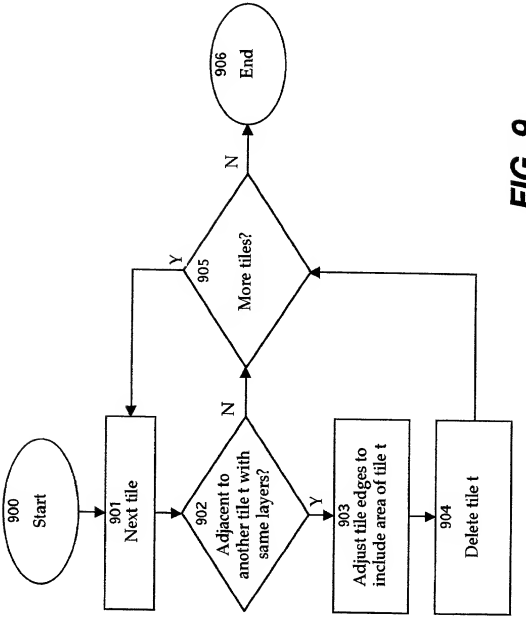
900
Start
901
Next tile
902
Adjacent to another tile t with same layers?
N
Y
903
Adjust tile edges to include area of tile t
904
Delete tile t
905
More tiles?
Y
N
906
End

FIG. 9